

Claims:

1. A system for delivering data from a server to a mobile communication device through a network, wherein

the server comprises:

a data memory for storing a plurality of pieces of data;

5 and

a server controller controlling such that a piece of data is selected from the data memory in response to a data request received from the mobile communication device and a selected piece of data is transmitted back to the mobile communication

10 device, and

the mobile communication device comprises:

an output device;

a memory;

a data request controller for controlling transmission
15 of the data request to the server depending on a user-designated time condition; and

a controller controlling such that the selected piece of data downloaded from the server is stored in the memory, wherein the selected piece of data is reproduced by the output
20 device.

2. The system according to claim 1, wherein each piece of data stored in the data memory includes image data and sound

data, wherein

the output device comprises an image displaying section and a sound outputting section; and

the controller controls such that the image data
5 of the selected piece of data is displayed on the image displaying section and the sound data of the selected piece of data is reproduced by the sound outputting section.

3. The system according to claim 1, wherein the user-designated time condition is at least one date and time,
10 at which the data request controller transmits the data request to the server.

4. The system according to claim 1, wherein the user-designated time condition is a time period, wherein the data request controller transmits the data request to the server
15 at intervals of the time period.

5. The system according to claim 1, wherein the data request controller holds the transmission of a data request to the server when at least one function is operating in the mobile communication device.

20 6. The system according to claim 1, wherein the controller controls such that the selected piece of data is reproduced by the output device immediately after the selected

piece of data has been downloaded from the server.

7. The system according to claim 1, wherein the server controller randomly selects a piece of data from the data memory.

8. The system according to claim 1, wherein the server
5 controller selects a piece of data from the data memory depending on a predetermined sequence.

9. The system according to claim 1, wherein the data request controller is implemented by executing a Java application using the selected piece of data, wherein the Java
10 application is downloaded from the server.

10. A method for delivering data from a server to a mobile communication device through a network, comprising:

at the mobile communication device,

determining a transmission condition of a data
15 request depending on a user's instruction;

transmitting the data request to the server when the transmission condition is met;

at the server,

storing a plurality of pieces of data;

20 receiving the data request from the mobile communication device;

selecting a piece of data from the data memory in

response to the data request;

transmitting a selected piece of data to the mobile communication device;

at the mobile communication device,

5 storing the selected piece of data downloaded from the server in a memory; and

reproducing the selected piece of data.

11. The method according to claim 10, wherein the server stores Java applications, wherein the transmission condition
10 of a data request is determined by:

downloading a Java application from the server; and

setting the transmission condition in the Java application,

wherein the Java application is executed in
15 the mobile communication device to download a necessary piece of data from the server.

12. The method according to claim 10, wherein the transmission condition of a data request is at least one date and time, at which the data request is transmitted to the server.

20 13. The method according to claim 10, wherein the transmission condition of a data request is a time period, wherein the data request is transmitted to the server at intervals of the time period.

14. The method according to claim 10, further comprising:

at the mobile communication device,
determining whether at least one function is
5 operating in the mobile communication device;
when at least one function is operating, holding
the transmission of a data request to the server until no function
is operating.

15 15. The method according to claim 10, wherein each piece
10 of data includes image data and sound data, wherein the image
data of the selected piece of data is displayed on a display
and the sound data of the selected piece of data is reproduced
by a speaker immediately after the selected piece of data has
been downloaded from the server.

15 16. The method according to claim 10, wherein at the
server, the piece of data is randomly selected from the
data memory.

17. The method according to claim 10, wherein at the
server, the piece of data is selected from the data memory
20 depending on a predetermined sequence.

18. A mobile communication device connected to a server

through a network, comprises:

an output device;

a memory;

a data request controller for controlling

5 transmission of a data request to the server depending on a user-designated time condition; and

a controller controlling such that a piece of data downloaded from the server is stored in the memory, wherein the piece of data is reproduced by the output device.

10 19. The mobile communication device according to claim 18, wherein the piece of data includes image data and sound data, wherein the output device comprises an image displaying section and a sound outputting section,

wherein the controller controls such that the image
15 data of the selected piece of data is displayed on the image displaying section and the sound data of the selected piece of data is reproduced by the sound outputting section.

20. A server for delivering data to a mobile communication device through a network, comprising:

20 a data memory for storing a plurality of pieces of data; and

a server controller controlling such that a piece of data is selected from the data memory in response to a data request received from the mobile communication device and a

selected piece of data is transmitted back to the mobile communication device.

21. A computer program instructing a computer to download data from a server to a mobile communication device through a network, comprising:

determining a transmission condition of a data request depending on a user's instruction;

transmitting the data request to the server when the transmission condition is met;

10 receiving a piece of data as a response to the data request from the server;

storing the piece of data in a memory; and

reproducing the selected piece of data.

22. A computer program instructing a computer to deliver data to a mobile communication device through a network, comprising:

storing a plurality of pieces of data;

receiving a data request from the mobile communication device;

20 selecting a piece of data from the data memory in response to the data request;

transmitting a selected piece of data to the mobile communication device.